

**3M** Learning Software

# What's the Secret?

FLIGHT, BRAINS, GLUE AND  
ARCTIC ADVENTURES

• AN INTERACTIVE  
VOLUME  
2  
SCIENCE ADVENTURE

*Based on Public Television's Family Science Show!*



## Flight

**D**iscover the forces that keep airplanes and kites flying high. Learn how pilots keep their noses where they belong. Then earn your wings by flying a plane from takeoff to landing.

## The Arctic

**H**itch up the sled dogs and mush through ice and snow with world-famous explorer Will Steger. You'll pack the sled, follow the map, meet the people who live in the Arctic and more as you learn what it takes to survive at 50°F below zero. Dress warm!



## The Brain

**W**hat's that smell? What happened yesterday? How did I think of that? Ask your brain. You'll learn how it tells you what you see, think, hear and remember without saying a word.

## Glue

**Y**ou've used glue in art class. But did you know that glue holds shoes, airplanes—even space ships—together? A prancing—and sometimes plummeting—elephant will help you test the powers of glue in a variety of sticky situations.

## Sounds fun, but where do I start?

**E**very exploration in "What's the Secret?" starts with a question. From there you can follow many paths to make extraordinary discoveries about the ordinary world around us.

The program opens with a mural that represents four major worlds you can explore: flight, the Arctic, the brain and glue. Images within the mural are interactive. Click on them, and see for yourself. Each interaction also asks a question that invites you to explore further. To pursue the question, simply click on "Let's go..." and you will be transported to the world you have chosen.

And, you can continue with the major subjects or move on to related subjects and a whole new set of interactions by clicking on the special icons pictured on the next page. Go to the menu bar if you want more information, including word definitions, books and movies on the subject, and careers in the field.

You can return to the start at any time through the mural icon. If you get stuck, give us a call at 800-219-9022 and we'll get you back on the track to fun and adventure.



## Science Try It

The best way to learn about certain scientific principles is to do your own experiments. Science Try Its tell you how to set up actual experiments with a few simple items. You can print the instructions (if you have a printer) and record your observations in the Notepad.



## Newt Notes

Newt is pretty much like you are—except he was born in 1642 and later became a great scientist. He didn't start out as a genius. He was just a curious kid making sun dials and kites and mechanical toys. His Notes will introduce you to all kinds of related knowledge, so don't forget to click.



## Gadget TV

Want to take field trips or to hear what experts have to say about a subject? You can watch video clips from “Newton's Apple” on the Gadget TV. It has these colored buttons instead of a regular remote, but you'll figure it out in a click of the mouse.



## Patch Pak

As you explore all the different questions, you'll uncover hidden patches. Can you find all 45? Just drag them into the Patch Pak when they appear. Each one earns you a chance to solve a puzzle or try a really weird activity. The Patch Pak has other surprises, too, so check it out!



## Timeline

Every area of science has its own history: the important developments, the famous people, the forgotten facts. Click on the Timeline (it appears on the Patch Pak) to discover the story behind each subject.



## Notepad

This pad on the side of the Patch Pak lets you write down results of experiments, ideas for later investigation or anything else that you think of as you go through the program. To keep your notes, just save them to your hard drive, or print them on your computer printer.



## The Doctor's Office

Why do you shiver when you're cold? What makes your ears pop? When you want to learn about how an experience relates to your body, you can visit the Doctor's Office by just clicking on the icon. No appointment necessary.

### Installation

1. QuickTime™ 2.0 is required to view the digital video in this program. If you don't already have it installed on your computer, drag the QuickTime™ 2.0 icon from the CD-ROM onto your System Folder icon. You will be asked if it can be placed in the Extensions Folder. Answer **yes**.
2. If you are using this CD-ROM on a Power Macintosh, also drag the QuickTime™ PowerPlug file onto your System Folder icon. Answer **yes** again.
3. If you have an older version of QuickTime™ installed, remove it from your Extensions Folder.
4. Drag the Apple Multimedia Tuner system extension to the extensions folder inside your system folder. (The Apple Multimedia Tuner is a system extension that helps improve the playback performance of multimedia titles.)
5. Restart your computer. The *What's the Secret 2* program will create a folder named RUNA3M\_DATA in the Preferences folder of your System. Information about your NotePad and Patches are stored there.

### How to Run the Program

1. Close all other application programs.
2. From the Finder, double click on the *What's the Secret 2* icon on the CD-ROM.
3. Adjust sound level as necessary.

### System Requirements

Macintosh 030 CPU, 25 mHz or better (040 CPU, 33 mHz recommended), 256 color mode (thousands of colors recommended), 8 megs RAM, 640 x 480 resolution, keyboard, mouse, double speed CD-ROM player, Apple System 7.0+.

### Technical Support

3M Learning Software products are backed by a customer support system that is designed to offer you fast, courteous service if you need assistance. If you are within the United States, Puerto Rico, or the U.S. Virgin Islands, technical support is available by calling 800-219-9022. Support assistance is available between 8:00 a.m. and 4:30 p.m. U.S. CST Monday – Friday, excluding U.S. holidays.

### Installation

1. Start Windows and display the Program Manager window.
2. Insert the compact disc into the CD-ROM drive.
3. Choose **Run** from the File menu.
4. In the Command Line box, type **d:\install**, where d is the letter representing your CD-ROM drive, and press Enter.
5. Follow the instructions that appear on your screen. (This install program will check your system for sound, color and the presence of Microsoft Video for Windows. If necessary, Video for Windows will be installed on your hard drive from the CD-ROM. This is required to view the digital video in this program.)
6. When the installation is complete, you will find a “3M Learning Software” Group in the Program Manager. (Note: Once installed, the same icon can be used to play the program again.) The *What's the Secret 2* program will also create a directory named A3W\_DATA in the Windows directory of your system. Information about your *What's the Secret 2* NotePad and Patches are stored there.

### How to Run the Program

1. Close all other application programs.
2. From the Windows Program Manager, double click on the *What's the Secret 2* icon. (It's inside the “3M Learning Software” Group.)
3. Or, from the File Manager (in Windows 3.1 or 3.11), double click on the file named “secret2.exe.”
4. Adjust sound level as necessary.

### System Requirements

486/25 SX or better (486/33 SX recommended), 256 color mode (thousands of colors recommended), 4 megs RAM (8 megs recommended), 640 x 480 resolution, Soundblaster (or compatible) audio card, speakers, keyboard, mouse, double speed CD-ROM player, MS DOS version 5.0+, Microsoft Windows version 3.1+. Compatible with Microsoft Windows '95.

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### Interactive design:



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HOW DOES A PLANE GET  
OFF THE GROUND?

WHAT KEEPS A KITE IN FLIGHT?

HOW CAN YOU KEEP FROM  
FREEZING IN THE ARCTIC?

HOW BIG IS OUR GALAXY?

WHERE DOES A MEMORY GO  
WHEN I FORGET?

HOW DOES MY BRAIN THINK?

WHAT'S PACKED IN AN  
ELEPHANT'S TRUNK?

WHY DOES GLUE STICK?